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GB ACTION

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SPECIAL

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KIRBY'S DREAMLAND
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PURE GAME BOY EXCITEMENT

GB ACTION

GUIDE

SPECIAL

Yes, here we are again with another dose of Game Boy gossip. This month we've got a new feature. Due to popular demand we've brought back that old favourite the letters page so you can air your views on the current goings on in software and hardware land. We received so many letters that we felt you ought to have a chance to get heard. Another future feature will involve you sending us your reviews of games that we've reviewed in the previous months magazine, or any you feel we've overlooked. We would also like you to send us any ideas you have to add to our 1001 things to do with a Game Boy. Just how inventive can you be? We are also hoping to bring you some competitions in the near future with some excellent prizes, so keep your eyes peeled.

As for this month we've got the usual Manga feature and the new improved letters page where you get your chance to sound off. We are also starting the superb players guides to a new platform adventure and one of the old favourites, well one of mine anyway. The games are of course The Flintstones and Kirby's Dreamland. A couple of corkers. Next month we'll return to our normal format of reviewing all the latest games and con-

tinuing with our in depth buyers guide where we look at the best of each game genre past and present. Remember to write with all your views, ideas and reviews. Read on and enjoy.

Toby Gunton, Editor.

THE GANG

Toby Gunton

I'm back to give you the low-down on the Flintstones with a players guide that is unrivalled in its excellence. I've spent some quality hours playing this game and I think that I've got it pretty well sussed. So if you want to know what's what then read on.

Marcus Lane

I'm taking a look at the finest of the slightly older platform games with a players guide to Kirby's Dreamland. I rate it well above this Flintstones thingy, however not all my colleagues agree with me. They simply have no idea.

GBAC

PURE COLOUR GAMING

NEWS

We bring you all the latest news from a very busy Game Boy World so check it all out because it's all good news6

MEGA PLAYERS GUIDE SPECIAL

Oh yes, all you ever wanted to know about these two great games and were scared to ask. See what they'd look like if your Game Boy had a screen bigger than a stamp.

The Flintstones8

Kirby's Dreamland18

MORE MEGA MANGA MAYHEM

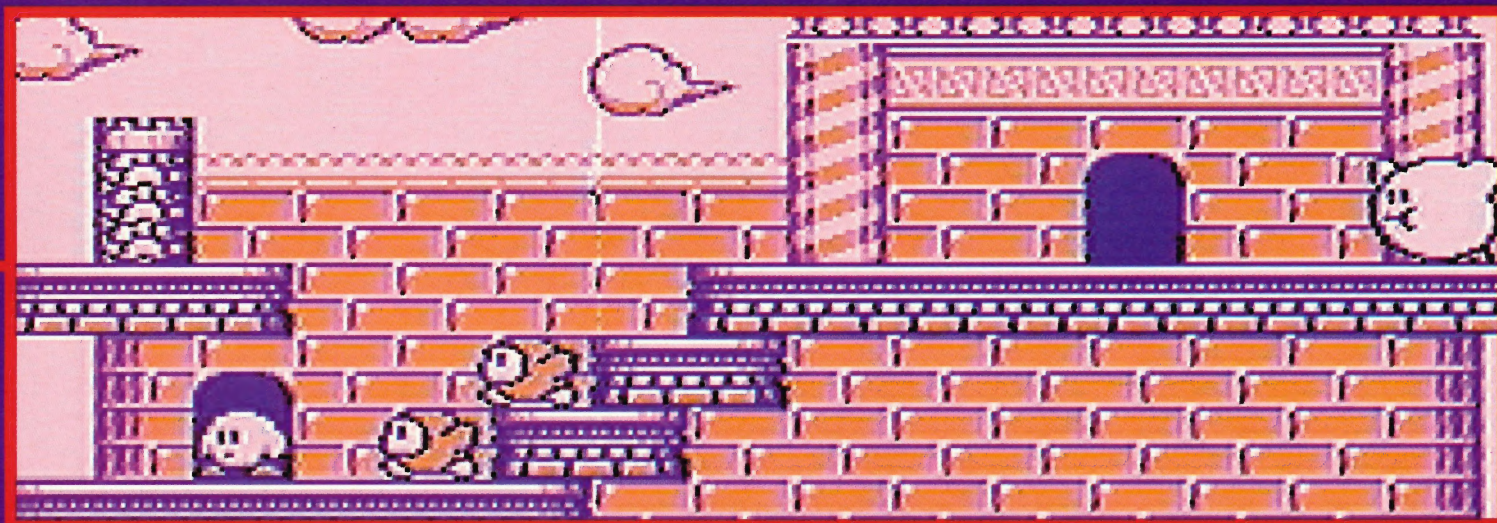
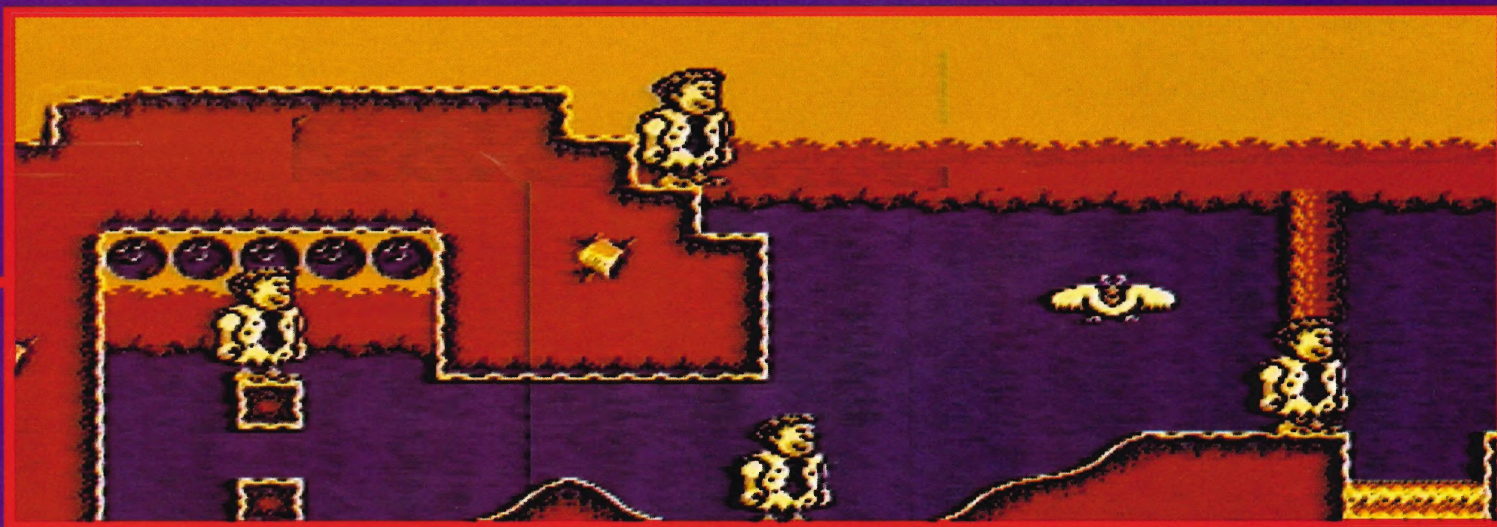
Oh yes all the latest releases from those fine people at Manga and all for you, you little beauties28

LETTERS

Yes this is the return of your chance to get heard. Read what other Game Boy owners have to say30

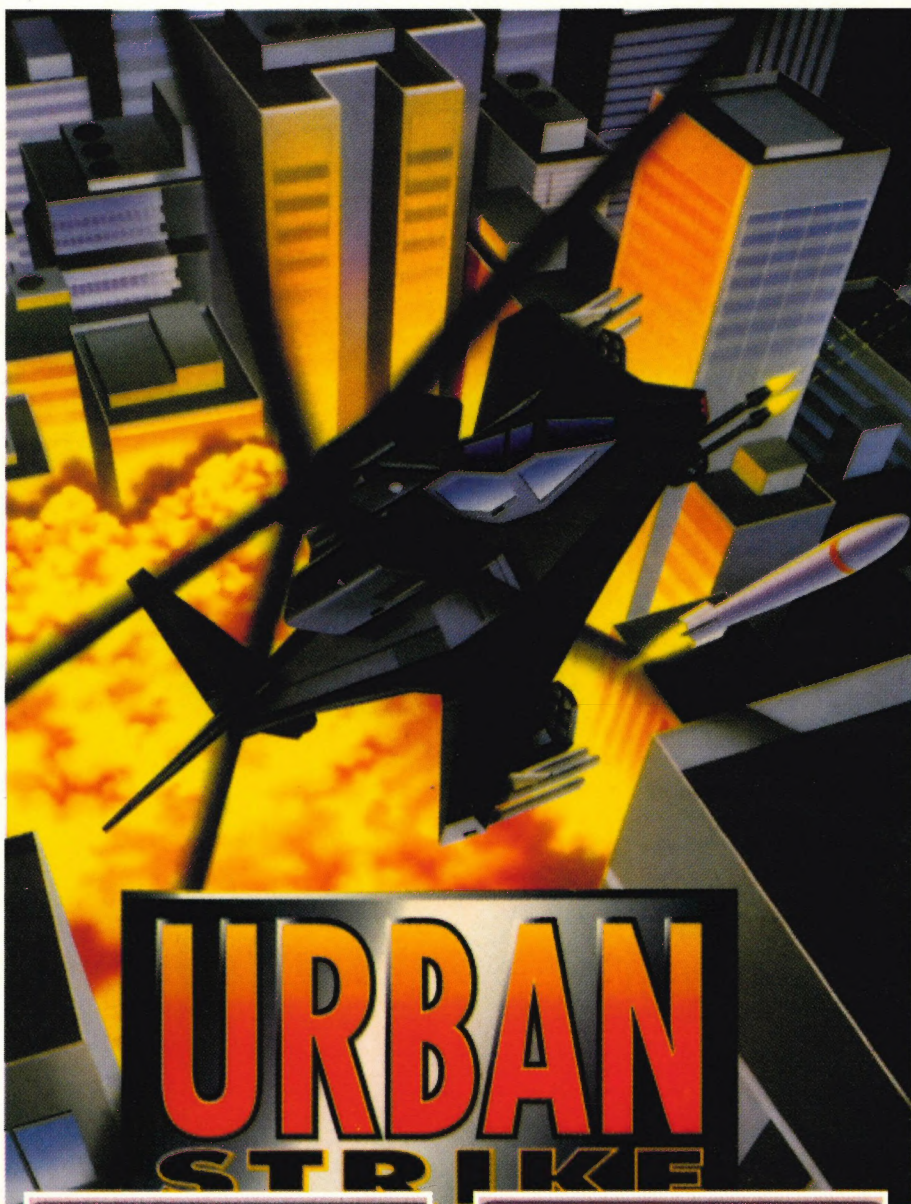
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THE BOY EXCITEMENT



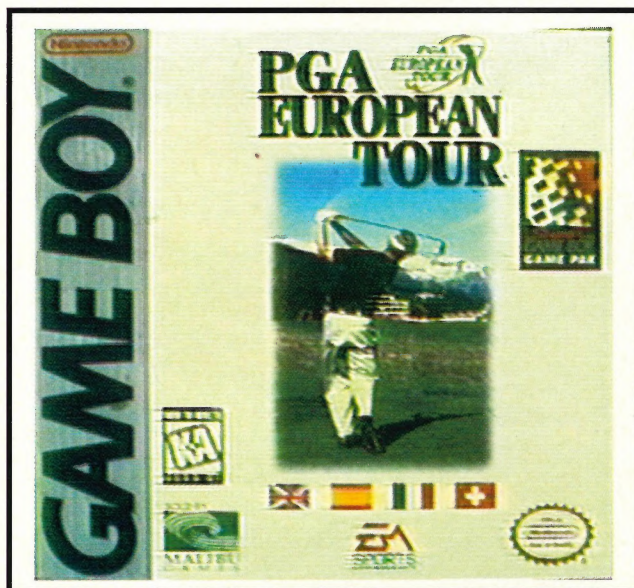
NEWS

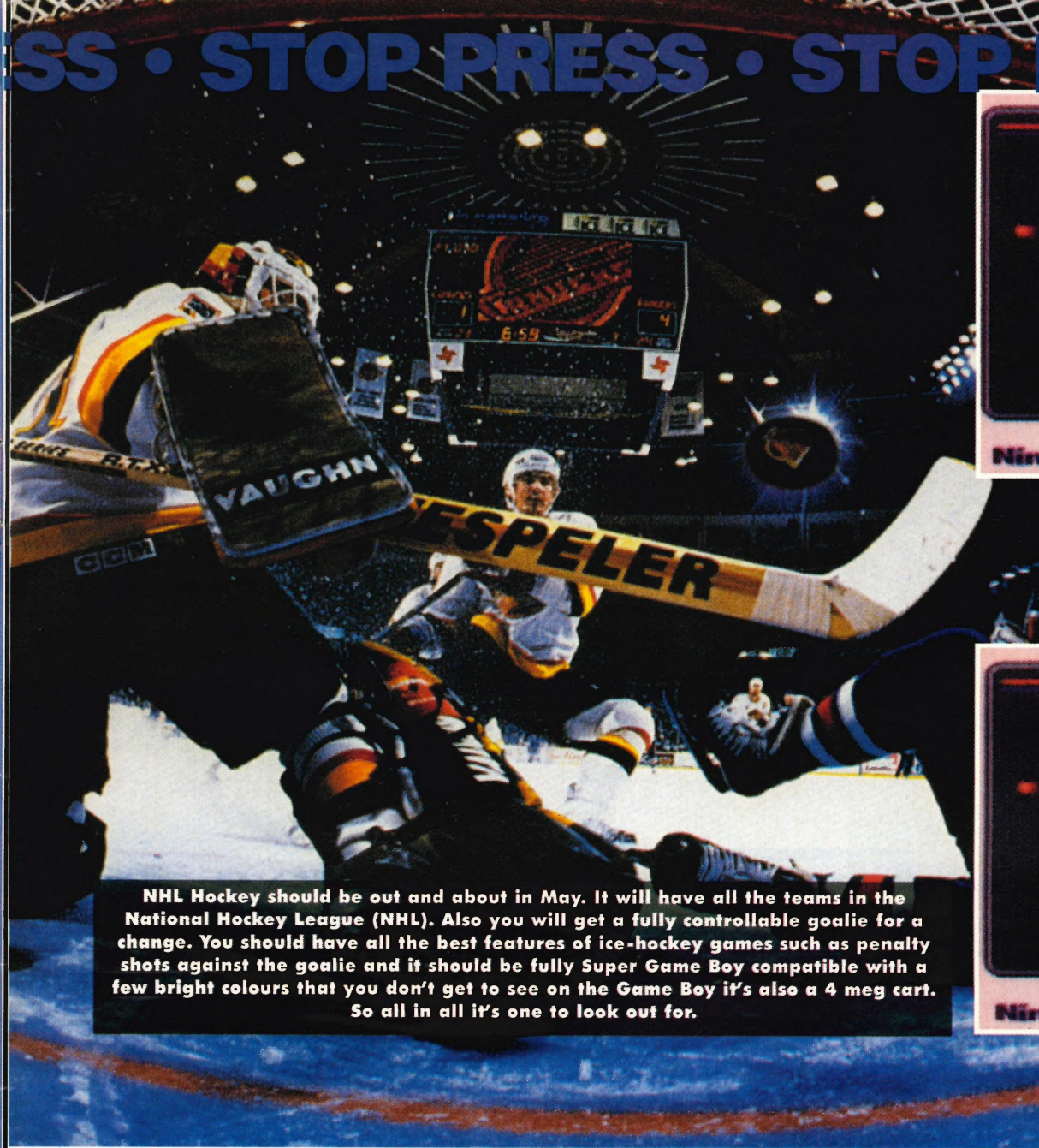
FROM THE GAME BOY WORLD



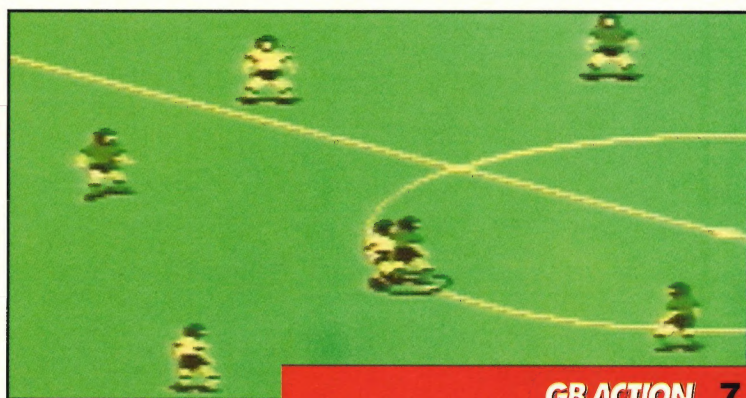
Luckily for us a new lease of life has been given to the Game Boy. It seems that T-HQ the publishers of such quality games as FIFA soccer are going to bring us some more of the finest games that you'll ever see on your handheld. They gave us a superb conversion of FIFA International Soccer. Probe Entertainment did a superb job turning a hugely successful game on many other systems into a very good Game Boy game (gaining an overall score of 90% in our review). The game started at 16 meg and they crammed it all into 4 meg. It still has all the features you expect and need. 48 sides are ready to battle it out. You get to choose your team strategy and your team members are rated in ten different categories.

T-HQ International are the fourth largest producer of hand-held video games in the US. They have just announced a third agreement with Electronic Arts and this is going to lead to a great deal more games being released on the Game Boy in the coming months. The games include, NHL Hockey 95, PGA European Tour, Urban Strike, PGA Tour 3, Michael Jordan:Chaos In The Windy City, Shaq Fu, FIFA 96, NHL Hockey 96, Madden 96, Super Star Wars:Return Of The Jedi and Akira. As you can see things are not standing still in Game Boy land and much of this is due to T-HQ taking the necessary initiative. We have also heard a few whispers that some of the other software houses are also ready to release new games onto the market. One of these is Time Warner Interactive's Primal Rage which should be coming out in late August. Of course you can rely on G B Action to be the first to get you all the reviews and previews as and when we get them.

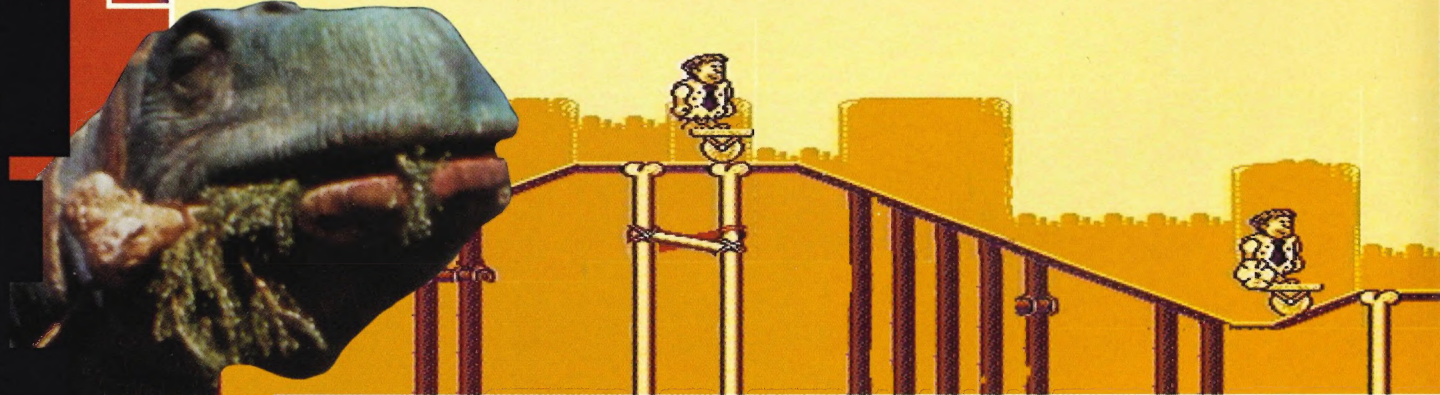
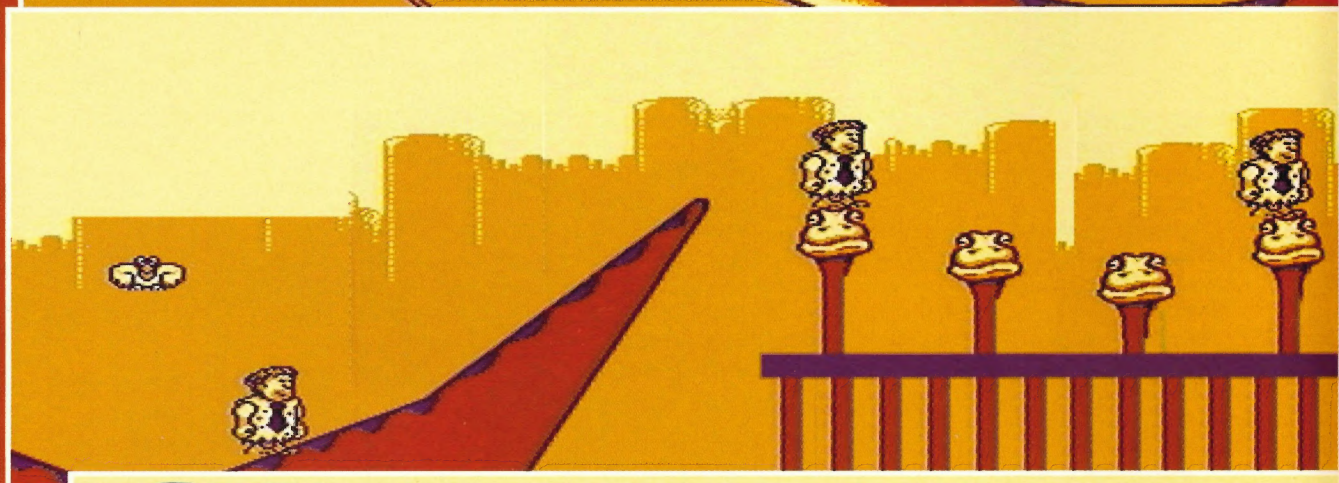




NHL Hockey should be out and about in May. It will have all the teams in the National Hockey League (NHL). Also you will get a fully controllable goalie for a change. You should have all the best features of ice-hockey games such as penalty shots against the goalie and it should be fully Super Game Boy compatible with a few bright colours that you don't get to see on the Game Boy it's also a 4 meg cart. So all in all it's one to look out for.



FLINTSTO



DONES GUIDE



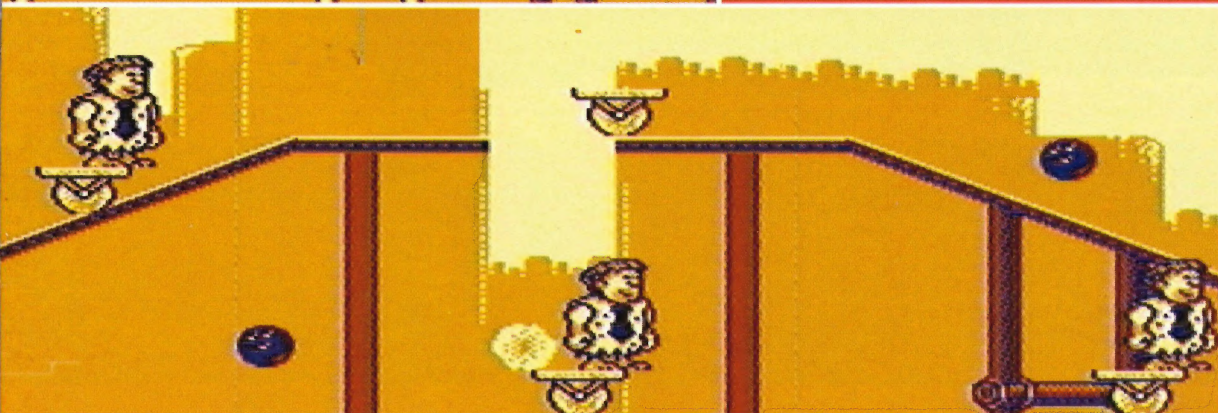
As you shoot along you 'll take off and end up landing rather convincingly on the head of a dinosaur. The only one that will bite you is the one second from the left so try and avoid stepping on his head as I think he's had a bad day. If you don't make the huge leap over to the heads don't worry to much as it really isn't a great problem. You'll find a rather well placed platform beneath you that you can take full advantage of and stroll carefully to the end without having to leap dangerously between high heads.



Well it all starts here at the top of this rather large dinosaurs head. From here things can only get better, mm sounds rather like a song to me! Any way you should be able to absolutely peg it along this neck and use the tail as a take off ramp. You simply have to hold the d-pad forward and you will fly along at break neck speed. Don't worry however as good old Fred can take it all in his stride. Remember to pick up all the black ball type things that you see on your way as they add to your score and lets face it that's what everyone wants.



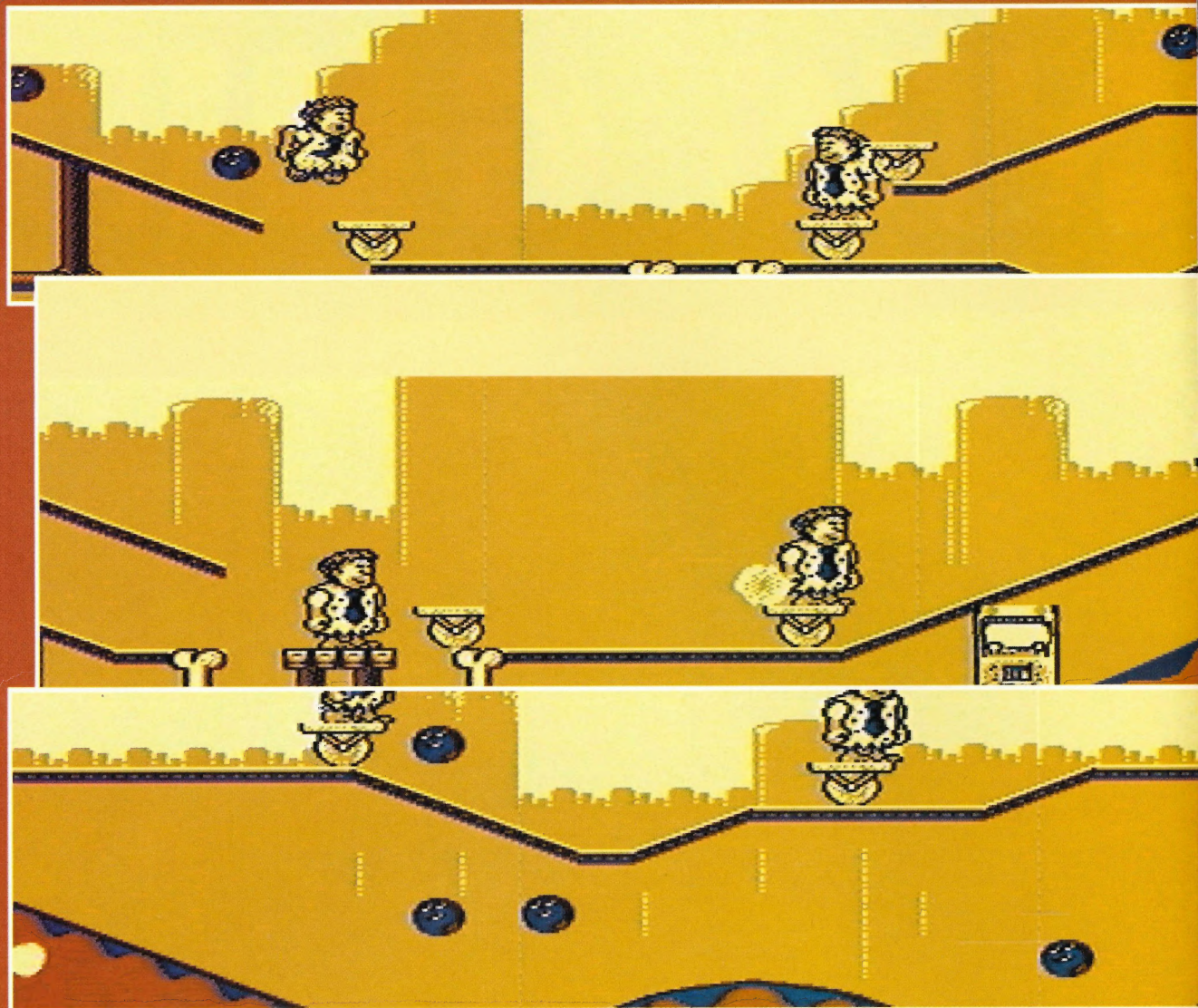
Now you get the chance to do that Indiana Jones thing. Simply leap onto the little cart and you'll instantly be whisked away at high sped towards an unknown destination. You shouldn't walk forwards or backwards as this will simply result in you falling off a high speed train thingy. Having said that the game creators have installed yet another safety net that takes the form of what appears to be a dinosaur back, it's simply another platform under the track that you can stroll along. Stay on track and you'll soon arrive fully refreshed at your final destination on time, unlike some trains I've been on.



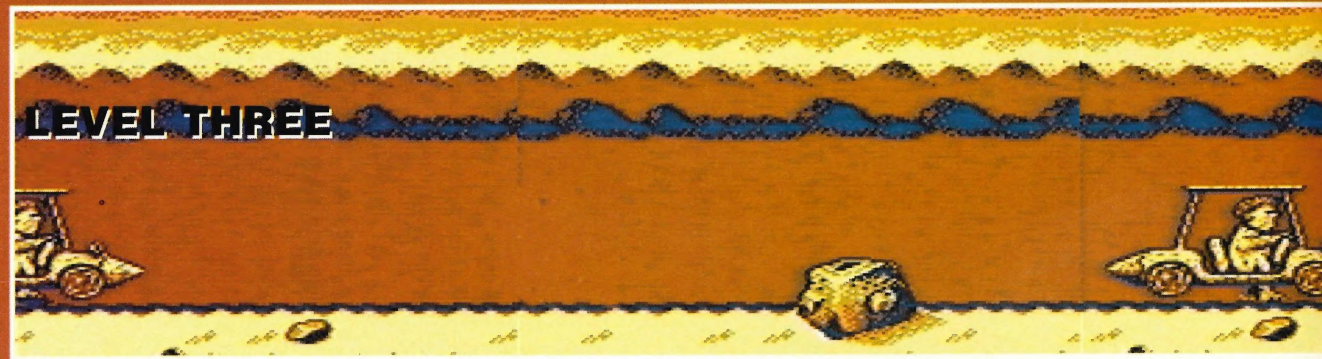
The second stage is another stage based upon the track and train idea. You simply have to leap onto your little train and go for it. It is however slightly more of a challenge as you have to leap between carts on a couple of occasions. Mind you this isn't to hard and you still get the usual life saving platforms below you. You will find all sorts of goodies below the rails as well as above you so take some time to look around. You will also find that there's a lower and higher track that you can choose between.

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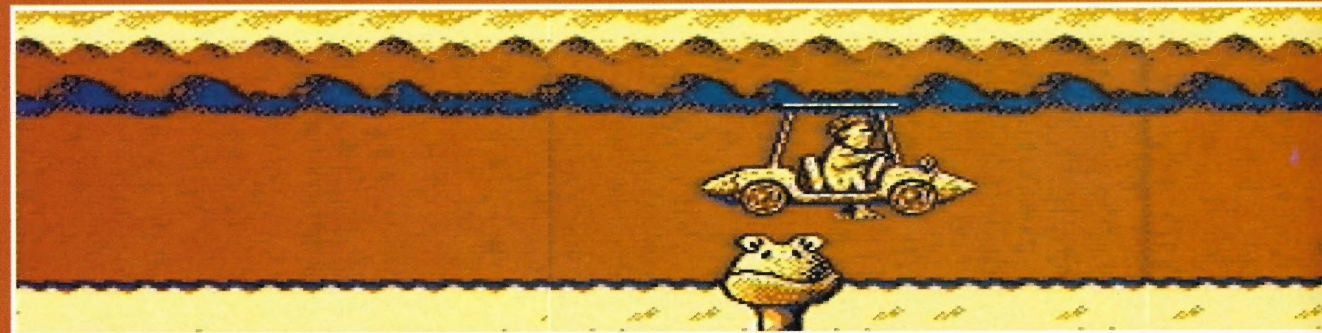
ACTION PLAYER'S GUIDE

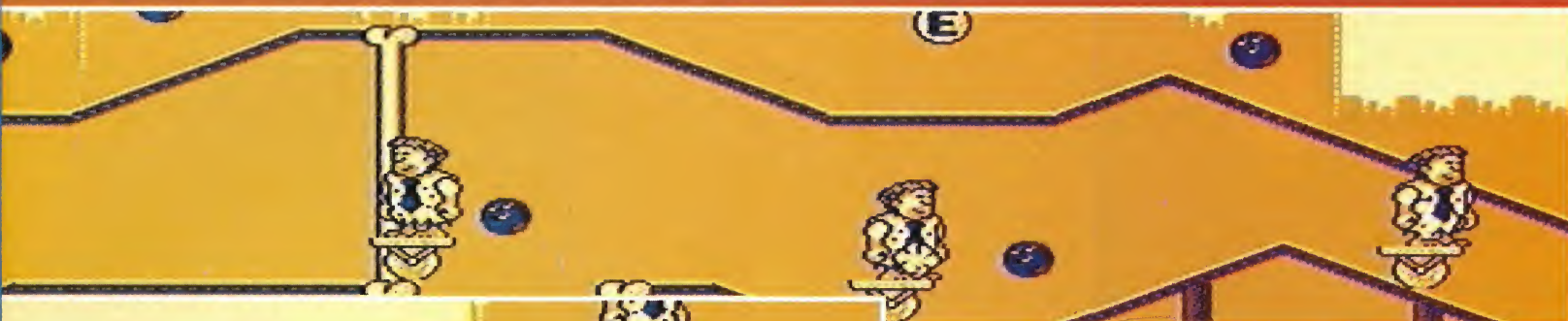


The trackway carries on up and down relatively uninterrupted and you get a pleasant journey out of the Bedrock out for goodies such as the 'e' pills.



(Above) Well the third stage involves Mr Flintstones famous car driven by some rather nifty foot work, the real qu ever is do you have nifty enough finger work to negotiate your way through the untamed prehistoric roads. As rocks and potholes are spread liberally around for you to avoid, or hit full on if your me trying to get the grabbe the same time as playing the game. Not all that easy let me tell you. Luckily like most other things on this game F well built,they don't build them like they used to, and can take quite a lot of full frontal collisions that most of u tals couldn't hope to survive.

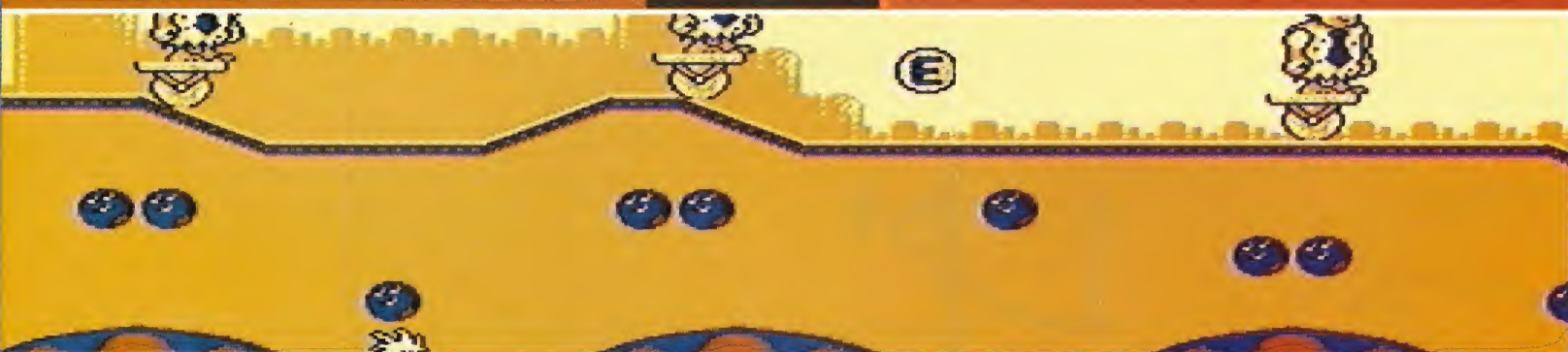




(Above) Remember on your rapid rail ride to look out for the energy pills and the other goodies that you will spot in strange places. You continue to be offered a choice of trackways and you must still jump off the carts onto platforms and then other carts in order to further your way along on your mission to clear the Flintstone name



(Left) Leap onto the platform between the tracks and hope you don't slip off. Once onto the next trackway you'll notice the platform in the shape of a dinosaurs back. You may find it worth dropping of your high speed projectile to have a little nose around. Look out for the little monsters that have a nasty habit of running towards you and doing a bit of damage. If you leap up and down on them a couple of times they tend to disappear and leave you in peace. You may also notice a very strange looking box type thing lurking under the track, well don't worry it won't bite, it is infact a coin-op that is there for you to take advantage of.



Quarry. What a way to travel to and from work. Well you haven't seen anything yet wait for your first view of Freds car. Remember to look



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(Below) As you can see I Didn't hit all the obstacles in my path and I reckon that jump over the dinosaur head is pretty close to perfect. Hang on, what is a dinosaur head doing in the middle of the road any way. I've heard of sleeping policemen as speed ramps but never have I come across prehistoric heads. The best way to avoid the obstacles is to use the fact that on this constantly scrolling screen you can slow down and speed up. Accelerate towards the head or the pothole and jump into the air.



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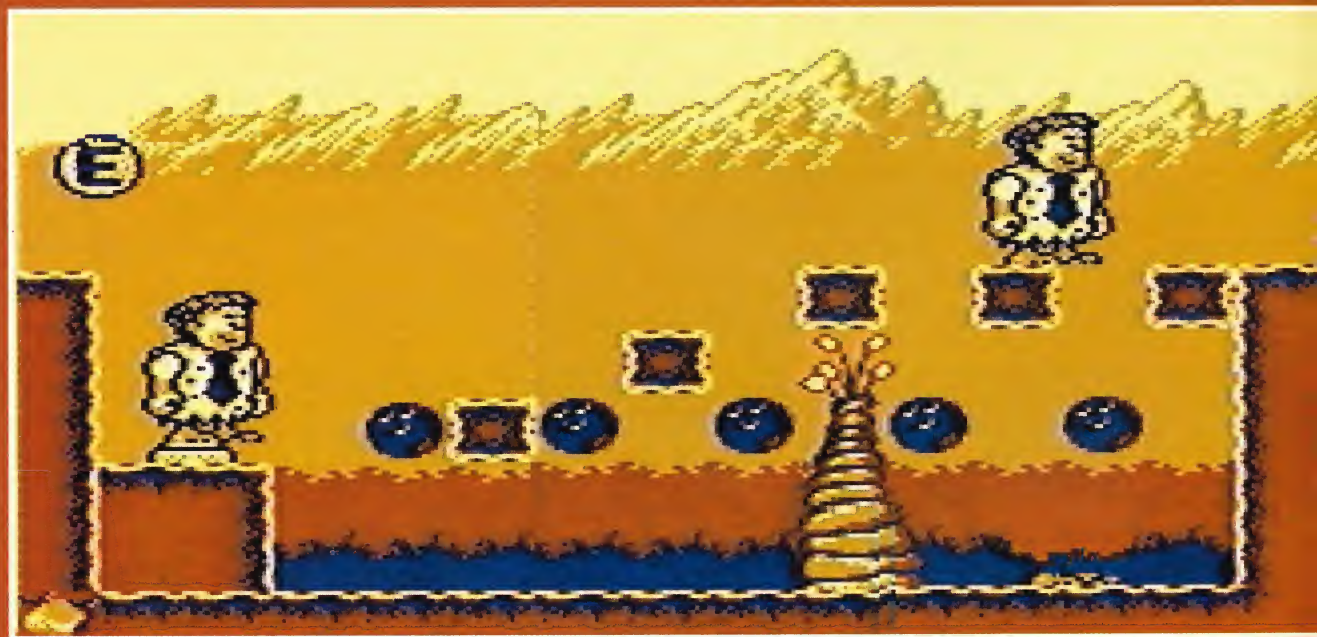
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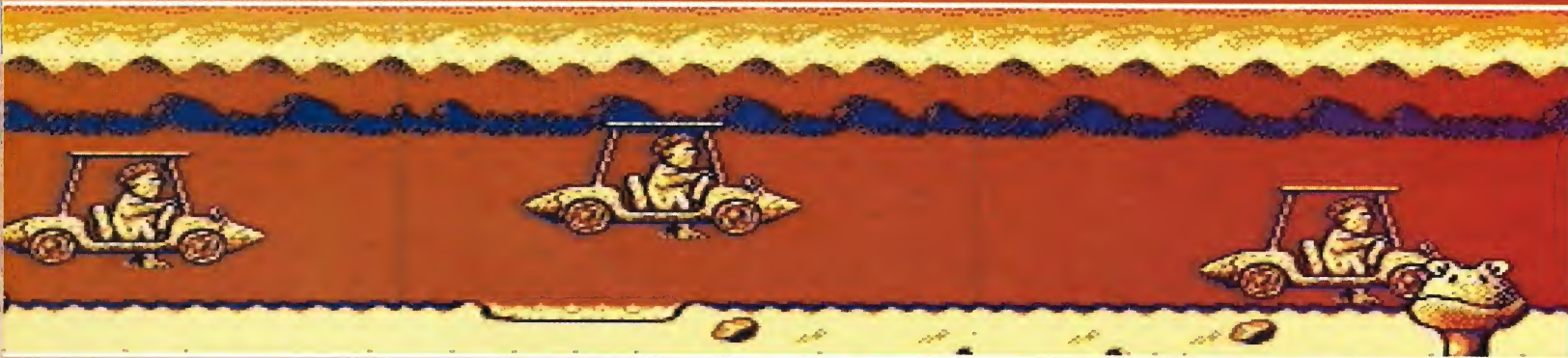


As you can see by this stage of the game I was pulling off some pretty perfect jumps and if you're not then try again because it's really not that hard, infact it's very easy indeed and requires about as much skill as



Remember that as with all games you'll find that all the goodies appear in all sorts of places and you need to look out for them especially the 'e's.. I have to admit that the rocks, potholes, and dinosars aren't always quite as close as they appear in this guide. You see, with my extreme creative skill I have been able to manipulate the images that I grabbed from the game and so certain parts of this guide are not entirely as they

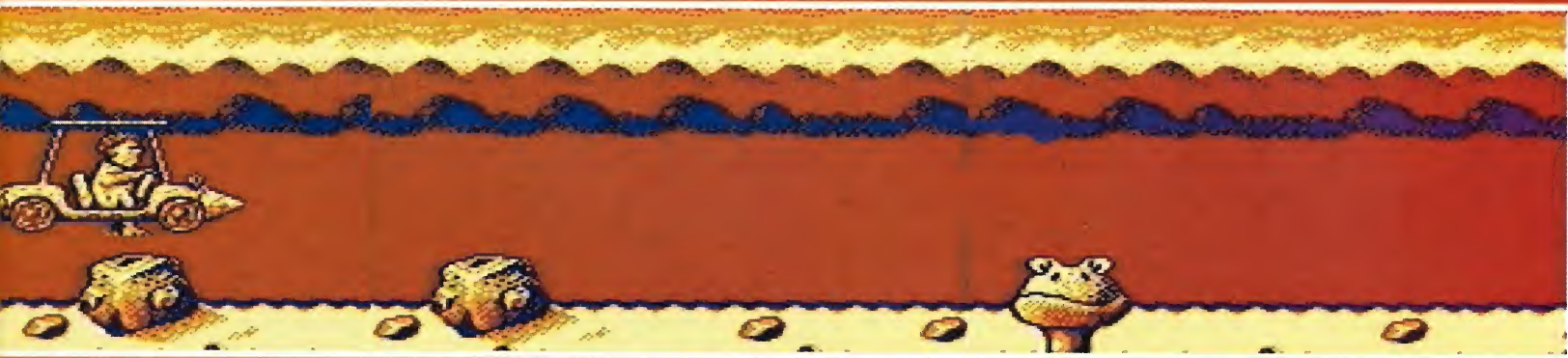




it takes to watch Richard and Judy. Beg your pardon Rich and Jude but your not exactly highbrow TV now are you. Anyway you should be able to breeze through this part of the game with good old Freddy lightfoot.



should be. Impressive I know but for me it's just another extremely good days work ha ha! Can you spot the ever so slightly deliberate mistakes? If so then send a note to the letters page and you may get a prize, on the other hand you probably won't. Not if I have any thing to do with it, because I'm a mean skinflint.



(Above) Well this is the final part of the third stage so prepare yourself to leave your motor behind and set off on your feet. However you have a few final Dinosaurs to deal with first as you leap skyward to avoid them.



(Left) This is a small stage that is probably intended to confuse you. You could spend ages trying to leap up onto the platform that you so obviously need to get to. However you can't jump up onto it so there. You instead have to leap onto the not so well disguised button/switch and then you will aid your progress by revealing a set of hovering mid-air platforms that you can leap between in order to get over to the platform. However when you get to it remember to watch out as that strange looking bush is actually a nasty creature that is having a bit of a kip. If you wake him up then leg it, or try and leap up and down on his head because that should sort the buggger out once and for all. Whilst on this little stage make sure you get the obviously placed 'e'.



Continued...



Well now you're about to enter the thick of it. Not that that's any great worry as things don't get too hard anywhere you get all sorts of exciting creatures to deal with and generally try and avoid. Jolly nice scenery though with fountains. You also get the chance to feel as if you're doing a bit of exploring with underground tunnels and such. You don't get to be carried away as you'll find enough nasties to keep you busy.

(Right) This is where you get the chance to test yourself with a few leaps over waterfalls. You have to time it right as otherwise you'll find yourself disappearing over the edge heading for a watery grave. Don't worry you'll soon find yourself getting used to leaping from the shore onto the logs and over to the other side. It's all ever so easy. However remember that you'll have to leap quickly because unlike in my guide, in the real thing the Logs are falling down the waterfall at a rate of knots (nice nautical term for you). Also watch out for the big bird, he 'aint nearly as friendly as the Big Bird from Sesame Street.



LEVEL FOUR



Well by this stage you're doing OK. You've made it to the sixth stage, and guess what, it looks pretty much like the last stage. However it has a lot more to offer than the last stage in terms of gameplay. You must





ere. Here's where
n rather pleasant
chlikes, however



remember to keep an eye on the little baby dino because he's a hard case and he'll do a bit of damage.



Here we are facing a multitude of waterfalls. Hopefully by this stage you will have found out exactly how to cope with the bigger waterfalls and their rapidly dropping logs that can be a bit of a problem. Also between the waterfalls you might find yourself leaping towards some nasty looking dinos so prepare yourself to leap rapidly to safety as you can get really caught up between a rock and a hard place, or a dino and a waterfall, and you don't want that do you now.

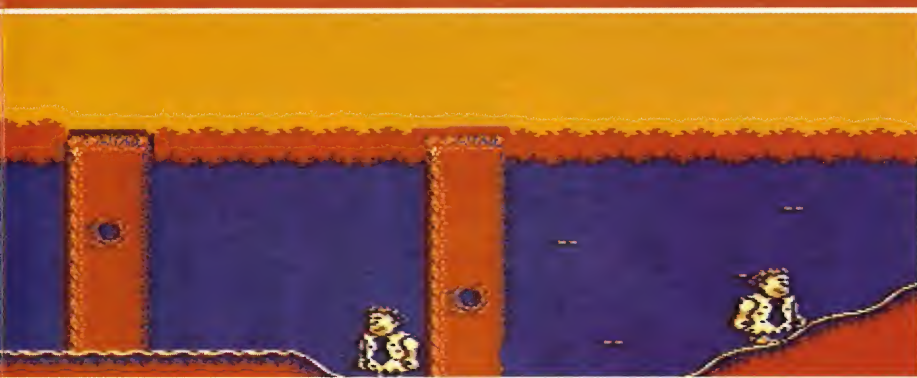
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ACTION PLAYER'S GUIDE



At this point of the game you'll find that there is a cavern full of those strange looking black bowling ball type thingys that you may have noticed scattered liberally around the place. To get to them simply turn left at the bottom of the big drop. Watch out it's another of those rather unfriendly like Big Birds and he's keen on swooping down on you.





The level goes on with more adventure than Fred ever dreamed of. You however have to simply continue your way along on your merry way keeping an eye out for the odd dino or similar monster. Look out for the big drop, however you still don't hurt yourself at all as the whole game seems to wrap Fred in cotton wool.



You soon emerge from the tunnel back into the daylight and continue to be faced with a multitude of waterfalls that you must negotiate your way over. As the waterfalls get bigger you might find that you start to have a little bit of a problem. I found that on the odd occasion I was ending up losing it over the edge of the waterfall and that's not really ideal. The question is all in the timing and you'll soon find that you're getting the knack of it, after all it's not the most demanding of games.



At this stage you start to get all the excitement, can you handle it? I should hope so. You have to tread on yet another of these ever so subtly disguised switches that reveal blocks that seem to hang in mid air and provide a walk-way towards your ultimate destination.



(Left) Well this big Sabre ToothTiger is you're evil end of level boss and quite frankly he's a little sweet. Just avoid having him land on your head and jump on his tail a few times and it's all over.

(Above) Can you handle the pace? pheww it's really getting hard now mmmm?!@#\$. Anyway You're nearing the end of this section of the game and I bet you can't wait. You simply have to leap and bound over a loads of waterfalls which I know by know you will be an absolute expert at this little task so on you go to face an ever so evil end of level boss.

KIRBY'S D



As you can see when people put huge walls in your way the fact that you can sort of float comes in very useful as you blow out the air whilst in mid air you will not only shrink to a shadow of your former self but you will also find it easier to jump when you are over a gap as it could have rather disastrous consequences as Kirkby is a bit less hardy than Mr K.



Now you exit the room to continue on your merry way through what initially appears to be an absolute paradise. However, the game will try to hinder your jaunt through this wonderful land of strangeness. At the end of this level you will be asked to simply leap onto the star and you are whisked away at an unusually high speed for the Game Boy so hope you are ready.

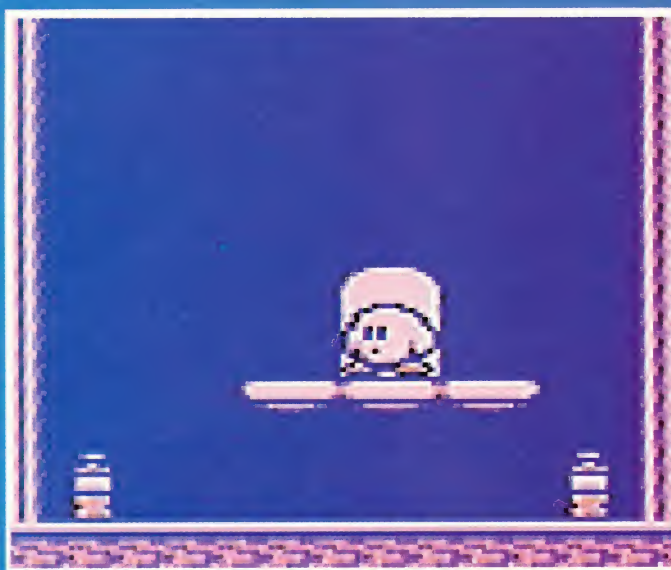
DREAMLAND



Well here we are at the start of another mega guide which should show you what Kirby's dreamland would look like if your Game Boy Screen was a lot bigger than it is. The reason for the funky colours is that we did all the grabbing on the Super Game Boy. No expense spared hey! Anyway I'm a big fan of our little rotund hero vacuum cleaner. Not many heroes suck up those that they don't like and then use them as ammunition to shoot back at any other enemies and how many heroes can suck in a deep breath of air and fly into the sky like a hot air balloon.



you take to the skies to fly ever so gracefully, you must however remember that if you drop yourself like a stone towards the ground. You don't want this to happen Flintstone



If you go through the door then this is what you find. Just a bit of something to munch on and that's about it. Jolly nice decor though.

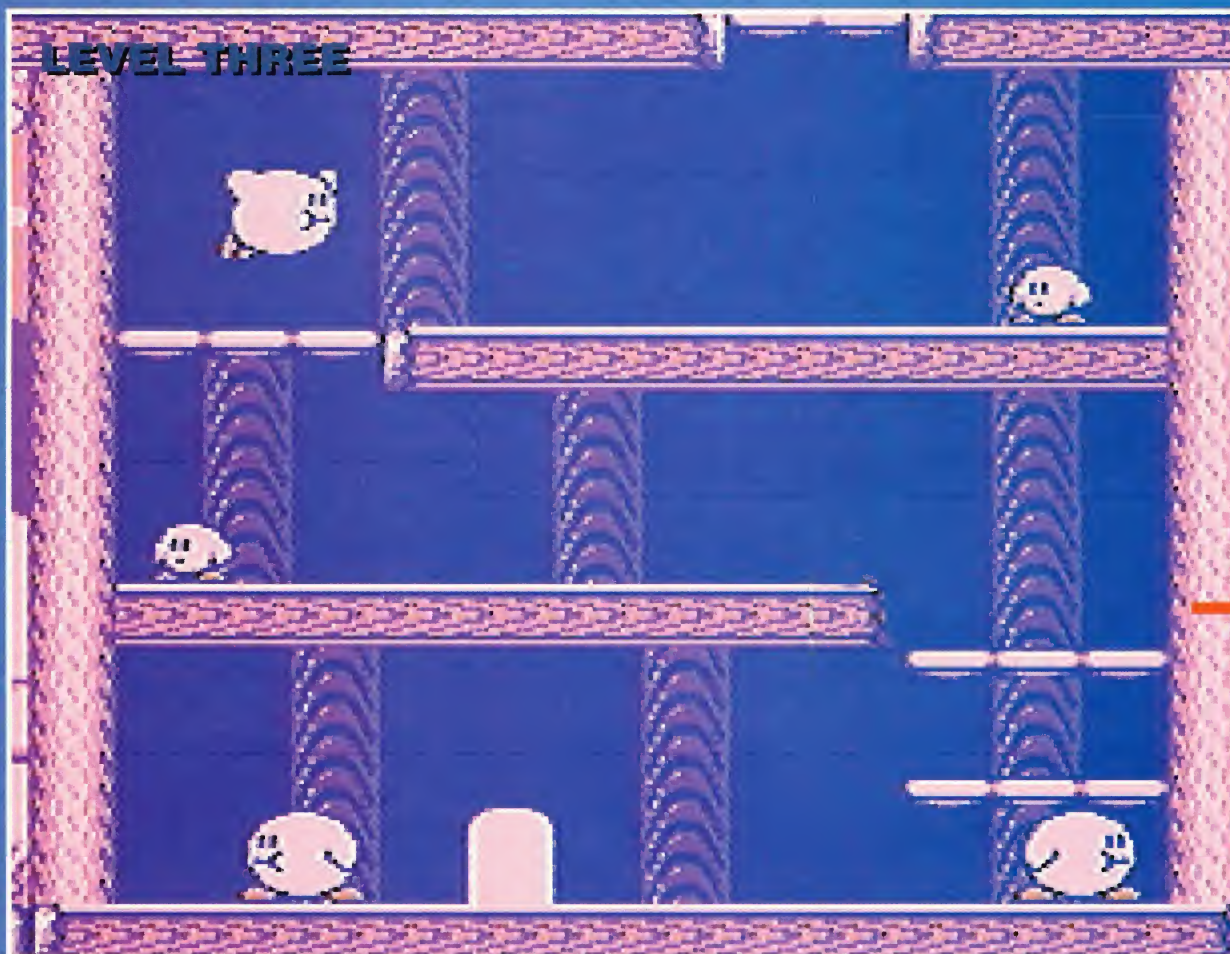
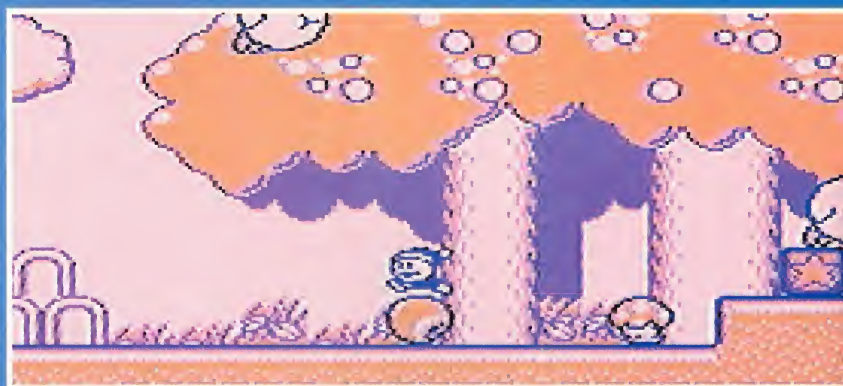


paradise, That is however until you stumble across the many weird and wonderful creatures that actually get the chance to ride a shooting star, in fact you have to as it's the only way to get to the next level. You hold tight.

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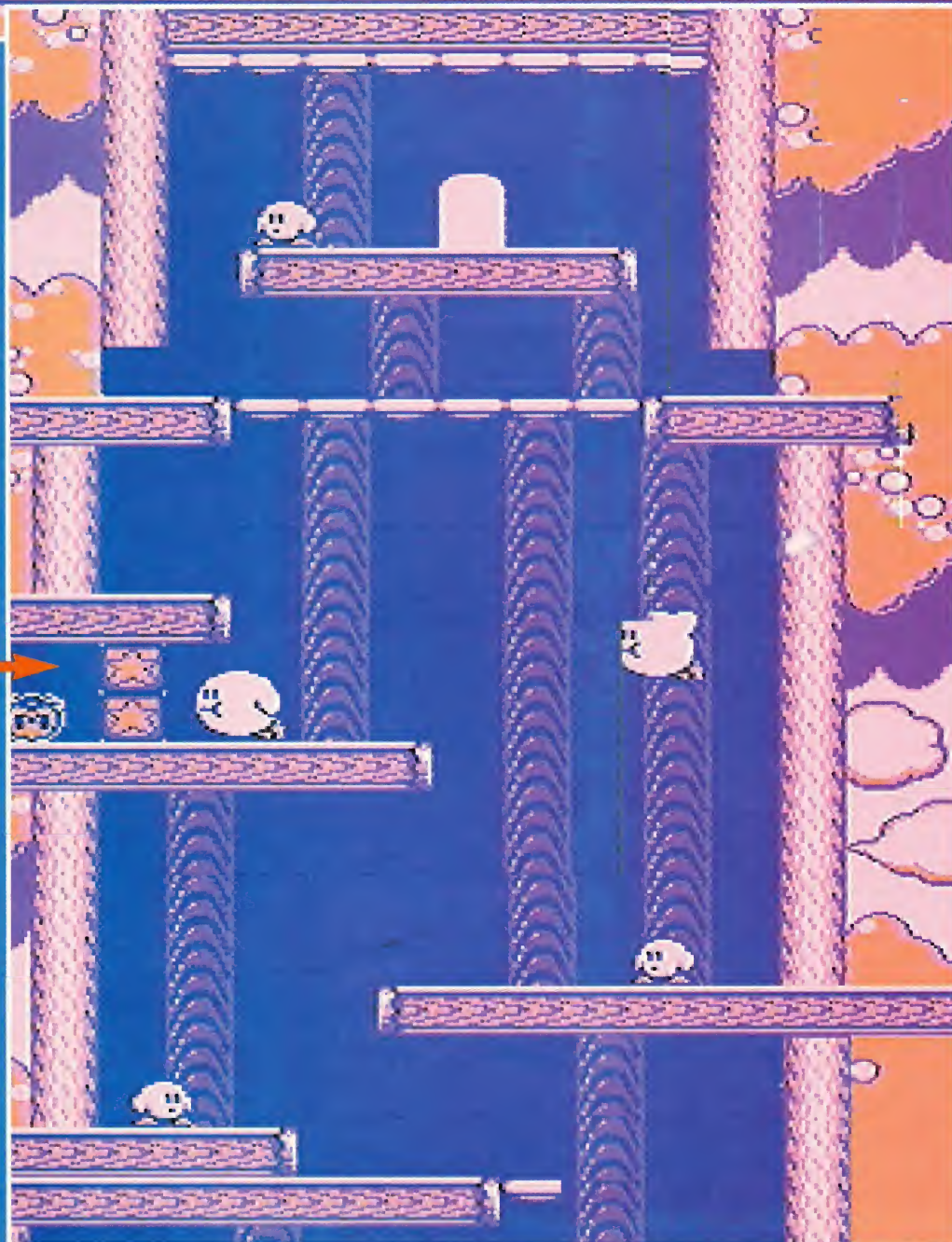
Well as you can see there are quite a variety of little creatures wandering around in this little fantasy land. One of the strangest one is this little happy who is trying to balance on what seems to be a cross between a Big beach ball and a cherry. He whizzes along and has obviously gone to clown school or something. Another strange creature is the little magic mushrooms that amble around. When you suck at them in vacuum mode they loose there tops and then wonder around looking quite upset with you. The only answer is to suck them up as well. A bit harsh maybe but you have to be cruel to be kind.



Well now you've entered the strange doorway you find yourself taking full advantage of your floating function to work your way up this tower thing. You'll find that theres plenty of creatures trying to hinder your process so watch out and beware.

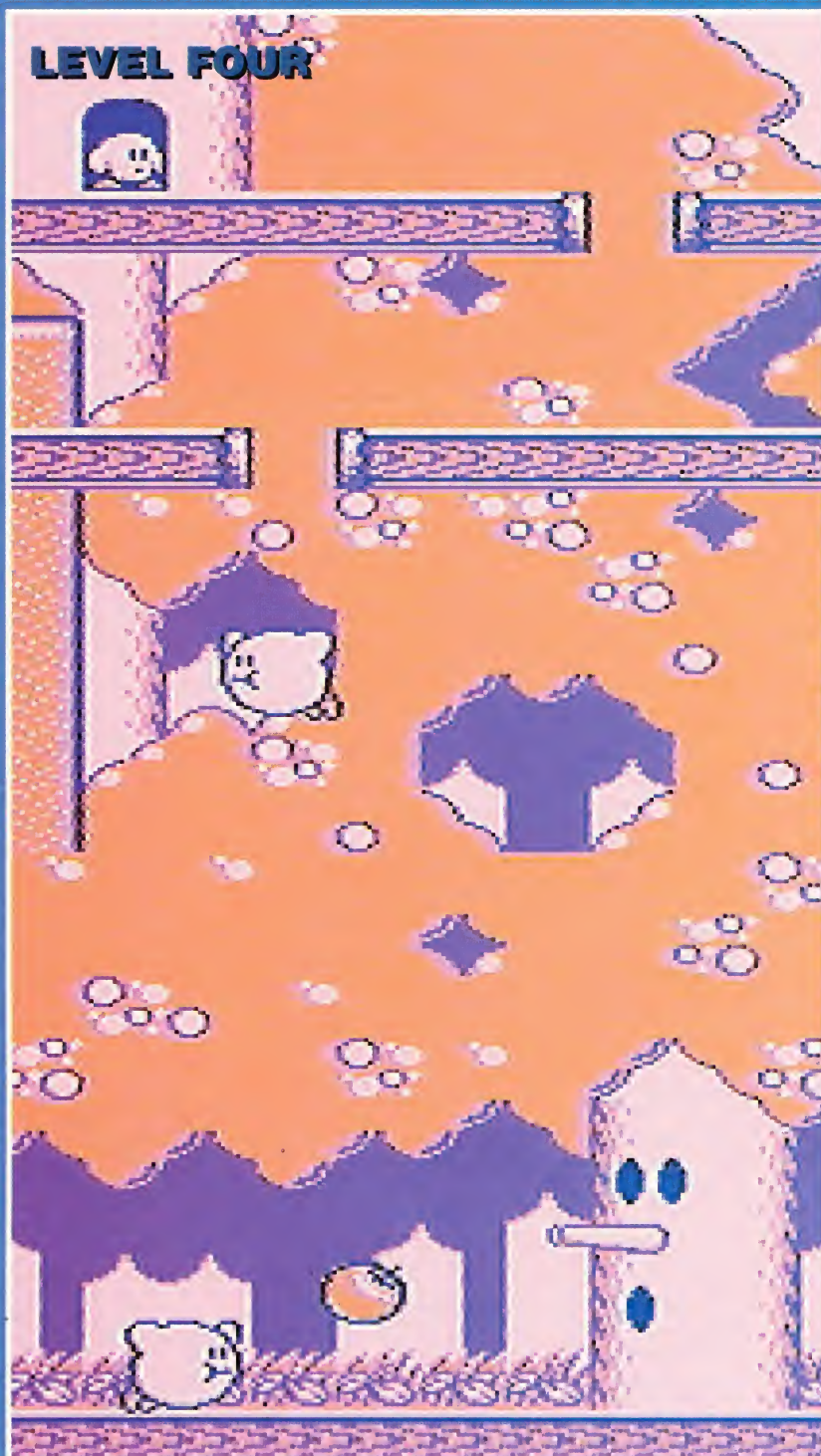


Well unlike some games Kirby's dream land has the strange feature of a beginning of level boss,mmm not something that you find too often. I've heard of end of level bosses but this is very odd. However this big boss chappy is not really too hard to deal with. You must simply suck in the stuff that is chucked at you and blow it back. This does seem to be a recurring theme of the game but it doesn't half bring a grin to my face, especially when you beat a big boss. You continue on your dreamy trek through wonder land.

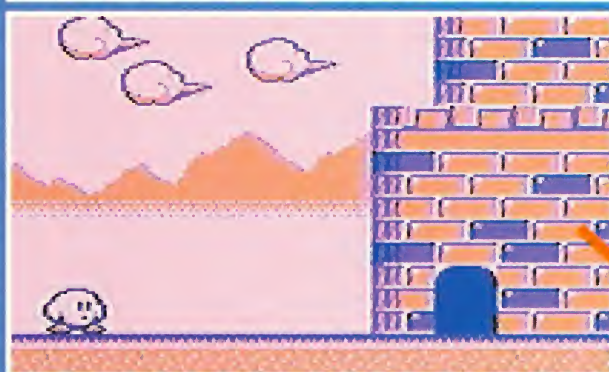


As you go up you'll find all sorts of strange stuff. You can go outside but you won't really find an awful lot outside these strangely useless side exits. The real goodies are inside in the little side alcoves. When you do eventually get to the top you'll find that there is a door, funny that.

Continued...



After slowly working your way upwards for quite sometime you now after exiting the door find yourself in a position where you now have to drop back down to the bottom. Oh well it could be worse! Well infact it is worse because you now have to fight off a mad tree that can spit stuff out at you. This stuff ends up falling on you from a great height. You must avoid being hit at all costs and then suck in the stuff dropping on you. From this point you must rapidly blow the stuff at the tree until it explodes ion a load of stars and starts crying.



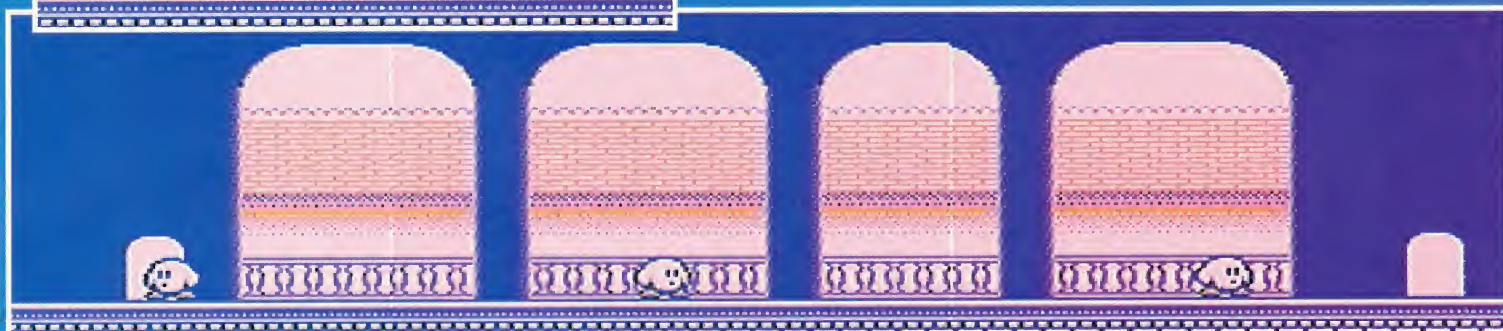
(Above) Heres where you end up outside yet another foreboding looking door and just when you've got yourself worked up...

(below) ..you find another couple of doors to get nervous about!

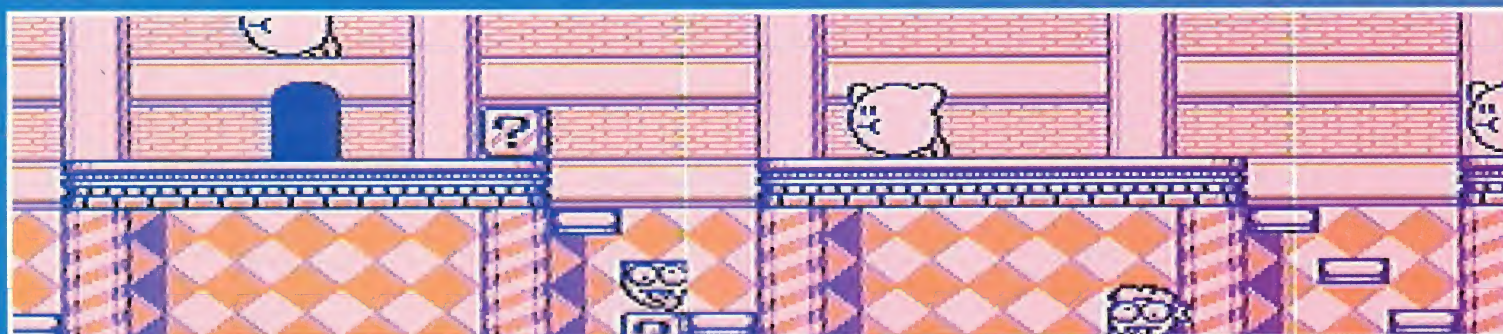




Well this is the result of going through one door. You get the chance to get some grub and that's about it.



The other door plunges you further into the game with a selection of ghosts ghouls spiders and other spooky creatures. It seems that you have to work your way through the spooky halls battling these demons. Watch out for the spiders as they fly faster than our pregnant chum.



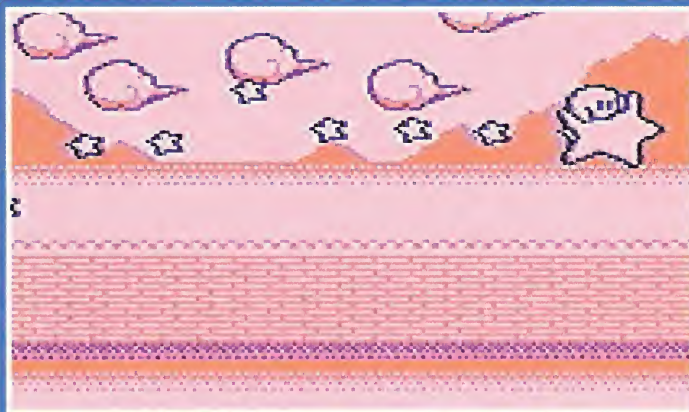
Now you have ended up in a level that could take you around and around for ever. It repeats over and over again so don't waste too much time exploring as you'll only find more and more of those maniacally mad looking jack in the box type creatures! Select a door any door and enter yet another spooky hallway.



Yes it's spook time again except that this time there's more in the way of ghostly ghouls to look out for. There is one in particular that to have to watch out for as you can't actually suck it in as it just stops dead. At the end you do that shooting star thing again to get to the next level.

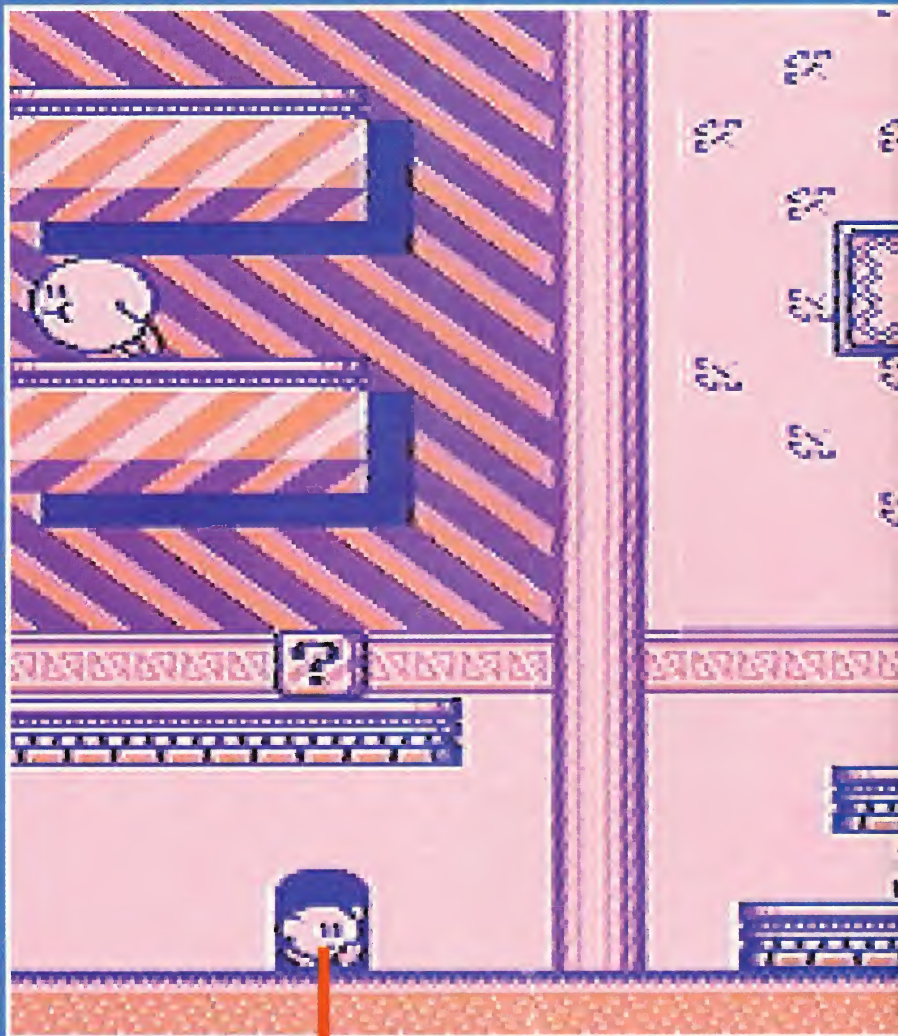
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ACTION PLAYER'S GUIDE



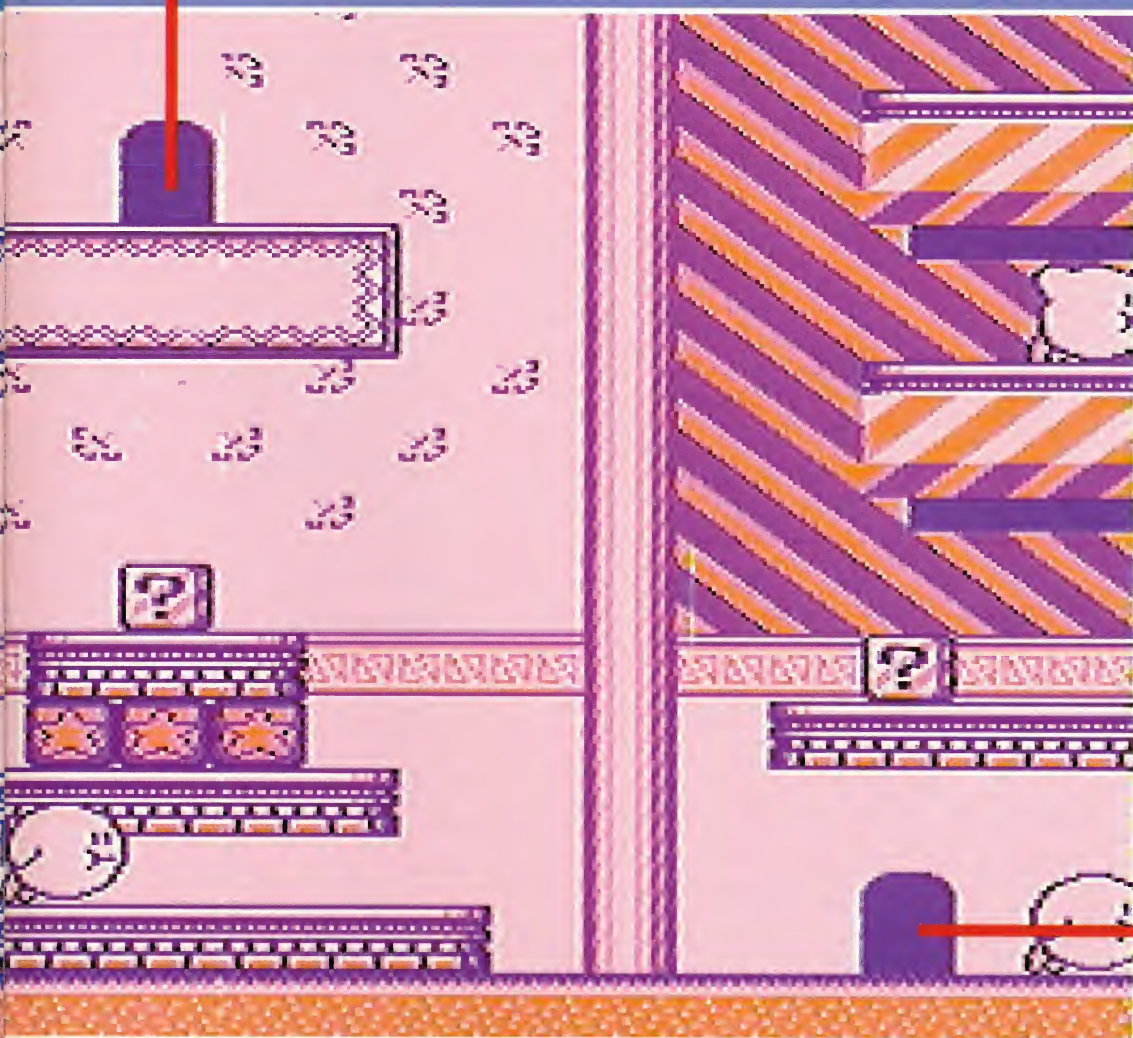
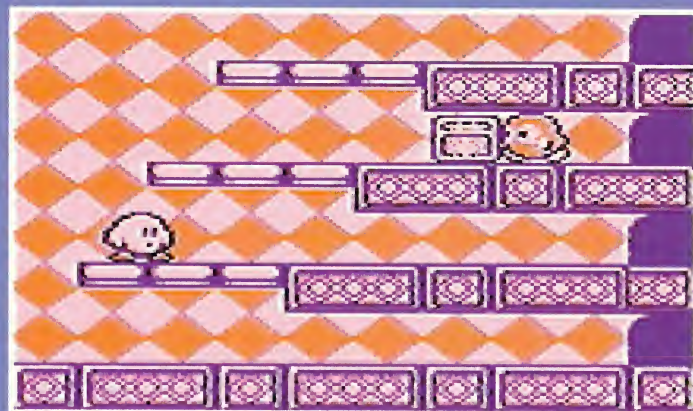
This is our man clinging to a star that you can't really appreciate in print. In reality it's absolutely shifting hitting warp speed in seconds.

You come in and then find yourself faced with another two door option. oo er what do you do? Easy go for the door at the top first and get a flame thrower and then continue the game by going through the lower door on the right.



This is what you see when you go through the top door after avoiding all the ghosts.

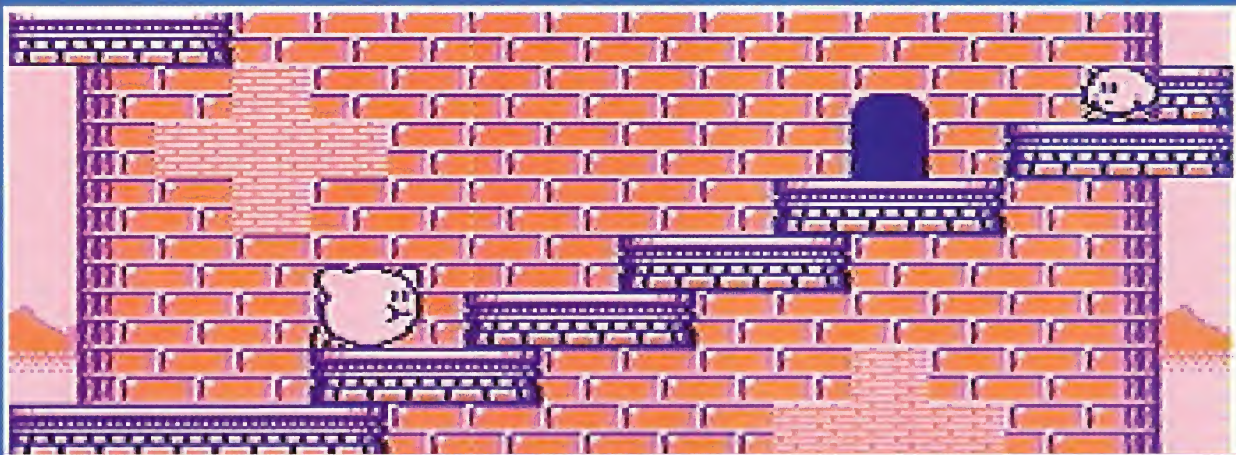
It's another end of level boss stage. In this case you have to work your way up and down sucking up the things chucked at you and blowing them back at the little culprits before they disappear. It's trickier than you think!



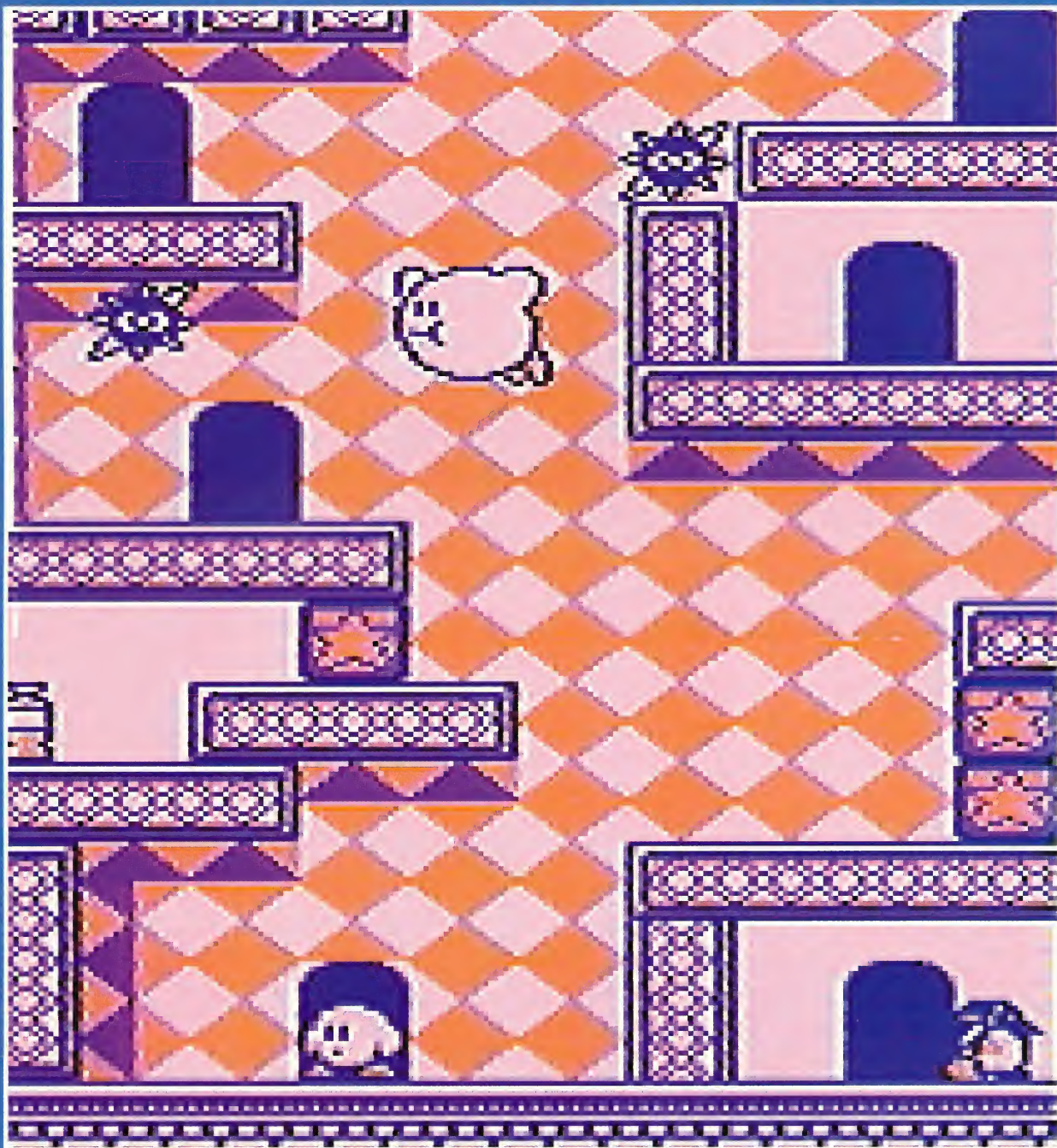
When you do go in the door you will find that you get surrounded by ghosts rather like the ones here.



Continued...



This is another one of those pretty pointless adjoining screens between two others and you only get the option of going in one door so you know what to do.



Now this is a bit more like it. You actually get the choice of several doors. Well although there there appears to be quite a few it seems that at this stage you can only go through three of them so have a look.



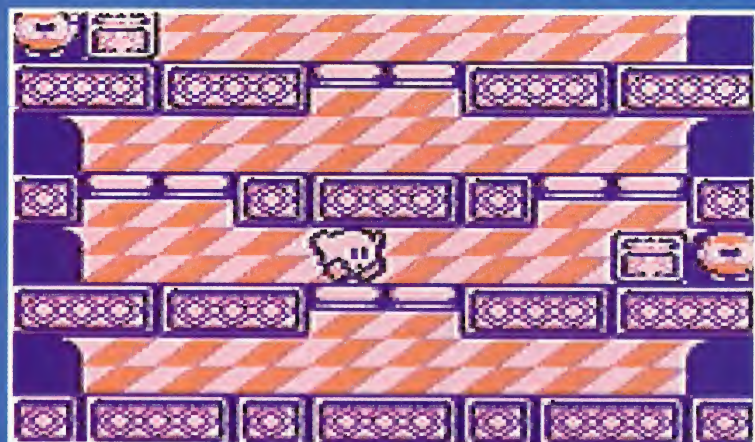
(Left) One door leads to here!



(Right) Another leads to here!



(Above) Just leg it up the steps and avoid the monsters on your way. Float it if you need to.



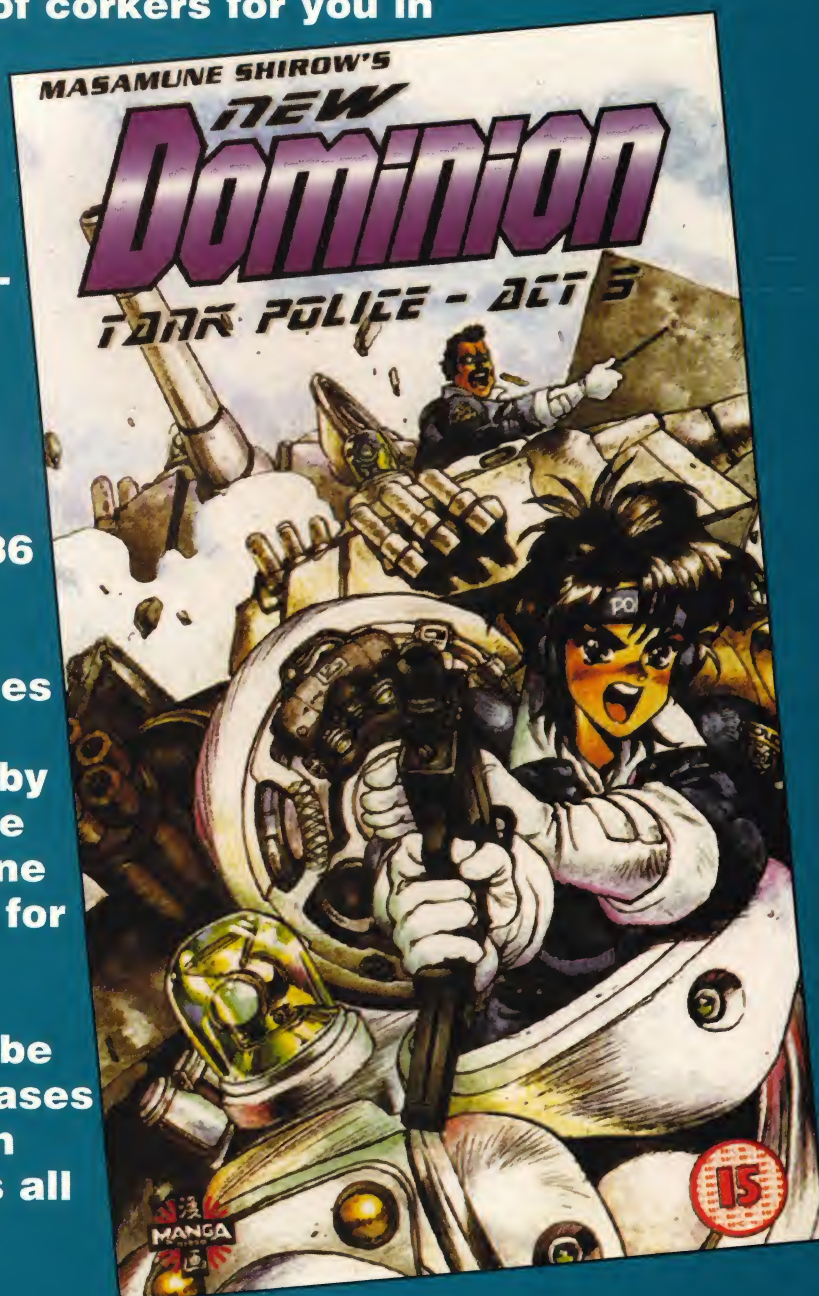
(Left) This is the final part of our guide for the moment and it's very tricky. Yes you've got it, you have to suck stuff up and blow it back.

MANGA

MORE MEGA MINDBLOWING MANGA MAYHEM

Yes you've reached the end of your favourite mag and found yourself at your favourite feature. Yes folks, it's manga time again and what an action packed feature we have for you this month. In true Manga style there's a couple of corkers for you in

April. We've got episode 5 of the new Dominion Tank Police to look forward to and Orguss 02 part 1. Dominion was first seen in comic form in October of 1986. It was animated into film form in 1988 and the first four acts if you haven't already got them of course, are available in all good video stockists etc. etc. Orguss 02 part 1 is part of a 36 episode epic. In 1983 this series was first seen on Japanese television. This series is actually turned into a six parter and has been directed by Fumihiko Takayama who is the creator of the original story line and also the man responsible for Gundam 0800: A War In The Pocket. So it seems at first glance that April promises to be another month of classic releases from the Manga stable, and on watching these little beauties all that is promised is fulfilled.



MANIA!

NEW DOMINION (left)

The year is 2100 AD and it seems to be another case of post apocalyptic type stuff. Things are a little rough in Japan to say the least. Violence rules as urban terrorism explodes totally out of control. Newport city is ready to succumb to the crime wave that has swept violently through the inner city destroying anything in its way. The answer seems to be visible only in the form of the tank police the typical no holds barred, shoot first ask questions later squad of total law enforcing nutters. There is however a slight problem. These tactics don't seem to work. The ultra violent tactics instead create more death and destruction and threaten the very rule of law with there growing vigilante like actions creating a crime spawned growth in urban terrorism. Special Officer Higashinada is keeping the Tank Police under his watchful eye and they have been ordered to curb there violent tactics. Things can't of course go on like this for to long as the forces of evil are at work and urban terrorism is on the Rampage. This of course leads to the Tank Police taking things into there own hands again. The local police are totally out gunned in this new crime wave and the Tank Police feel that they have to break Government orders to return. Leona with her tank Bonaparte head for the crime zone but are soon to find themselves in a bit of a tight situation as they face an enemy the likes of which they have never seen before. This takes the form of a seriously big bad spider like robot.

ORCUS 2 (right)

This story seems to be along the line of two opposing sides getting hold of the ultimate weapons with which to destroy each other. The two sides are ready for an all out war and the discovery of machines lurking deep beneath the ocean lost for two hundred years, known as Decimators is enough to provide them with the destructive capacity that they need. More and more of these robots are deactivated and this leads to a rapid struggle for power and supremacy over the Robots. Episode one is 'Fool's Choice' where lean a young mechanic is working on the excavation of one of the Decimators. There is an ambush by the Zafrins and Lean is forced to pilot the machine in order to survive. The second episode is called 'Where Angels Fear To Tread' and the action increases rapidly as the plot thickens to a thrilling finale. Lean tries to secretly infiltrate a Zafrin base to destroy the Decimators that they have. This base is not the best place in the world to be. Things don't all go exactly according to plan, and this makes things get rather sticky for our young friend as the action reaches a frenzied finale.



WRITE HERE WRITE NOW

Well, we felt that it was about time to reintroduce the letters page and judging by the pile of letters that we got from you it's a great idea. Make sure you all keep writing to us with your letters telling us what you think of the latest games and any thing else that's going on in the games world.

Dear GB Action crew,
I've been reading G B Action for quite a while and I've always enjoyed the reviews and features that cover loads of stuff and I think that it's a shame that you don't still have your letters page as I liked to know what people think about games that have come out on the Game Boy.
I Hope that you decide to start another letters page as I think it would really add to your great magazine. Maybe you could print this letter.
Tim Roth, Aylesbury

-Well your prayers are answered here at G B Action, and just maybe we could print your letter.

Dear G B Action,

I feel that I must write to let you know that you simply must have a letters page. I for one find it very interesting to read other Game Boy owners views and comment on current games and some of the equipment that is available. I hope you take some notice of this letter as it would increase my reading pleasure every month when I open up my G B Action.
Fred, Littlehampton.

-What can I say? Without our readers we're nothing so write and let us know what you want us to do to improve our Mag.

Dear G B Action,
I've recently purchased a super Game Boy and I must say I'm a bit upset with the performance of older games on it. In reality they simply remain only two or maybe three colours and it really doesn't do a great deal as far as I can see. I would like to try some of the newer games on this system but I've spent my next years money on getting a Super Game Boy. Is it really worth while and do the newer games really work well and improve a lot or is it just a total rip off?
Grant Wickens, Dorking

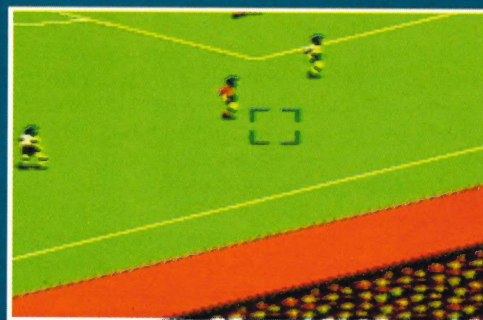
-Well it seems that the question of the expense and performance of the Super Game Boy have been discussed in great detail in the past. However here we are again. The problems faced by the makers of the Super Game Boy were huge. It is fair to say that the older Game Boy games will not look all that special on the Super Game Boy. This is however down to the fact that they simply weren't designed with the Super Game Boy in mind. However you can still try to jazz them up a bit with the background and colour combinations options. Also at the end of the day you are playing Game Boy games on a T V and this has distinct advantages and disadvantages, firstly you have the advantage of being able to play your huge collection of Game Boy games on your SNES which isn't a bad

thing (that is if you've got one) and this means no more batteries running out mid game, only the odd power cut can ruin you're fun. It also makes the games larger and often easier to see, however this does also mean that your sprites are a great deal larger and this can make them look nothing like whatever they are meant to represent. Basically they get blocky.

Remember though, many of the new games are pretty good on the Super Game Boy and take full advantage of the colour options. FIFA Soccer for a start is very good on the Super Game Boy option with some excellent colours. Whether games are actually any good or not is quite simply down to the Software houses who decide whether to take a lot of trouble in making a game take full advantage of what the Super Game Boy has to offer or not. There you go then, Does that answer your questions?

Dear G B Action,
There are still a lot of extra bits that you can buy for your Game Boy such as magnifiers and bags. Do you know if there are any new extras coming out and if so do you intend to do features on them.
I'm a big collector of all the extras you can get because it can really personalise your Game Boy making it a lot more interesting. I would also like to see features that compare different carrying systems (surely you mean bags .ed) or light systems. Do you think that you might do this at any stage?
Robert Curtis, Northern Ireland

-Well as for new extra stuff for your boy, the only thing we've seen recently is a 'Magni-Boy' from 'Phase 9'. We don't know where it's for sale or how much it is but it's quite neat. It replaces your existing screen and looks very smart with only a slight lump and a tasteful 'Phase 9' Logo. As for features on optional extras we have no immediate plans but it is something we're considering for the future so keep your eyes open.



PURE GAME BOY EXCITEMENT NEXT MONTH

There's gonna be more Game Boy related stuff packed into next month's issue than you can shake a big fat fish at. So buy it, cos it'll be the best thing since cress.

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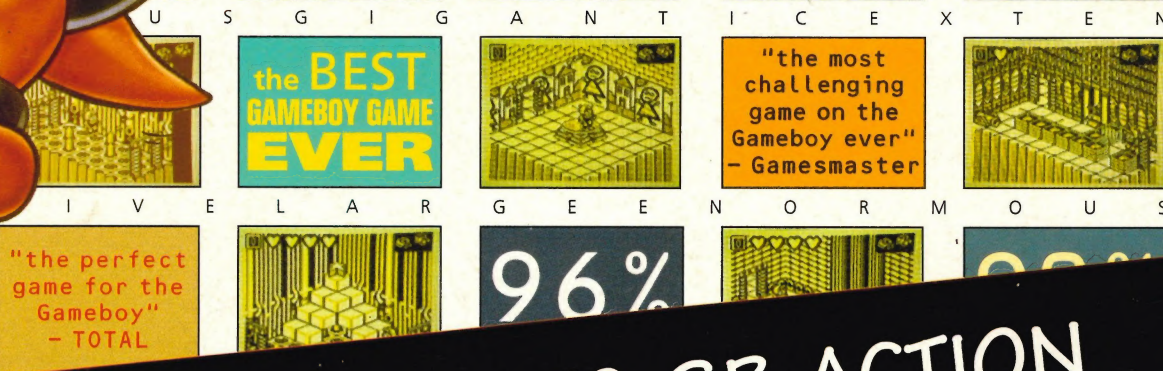
FEATURES

PREVIEWS

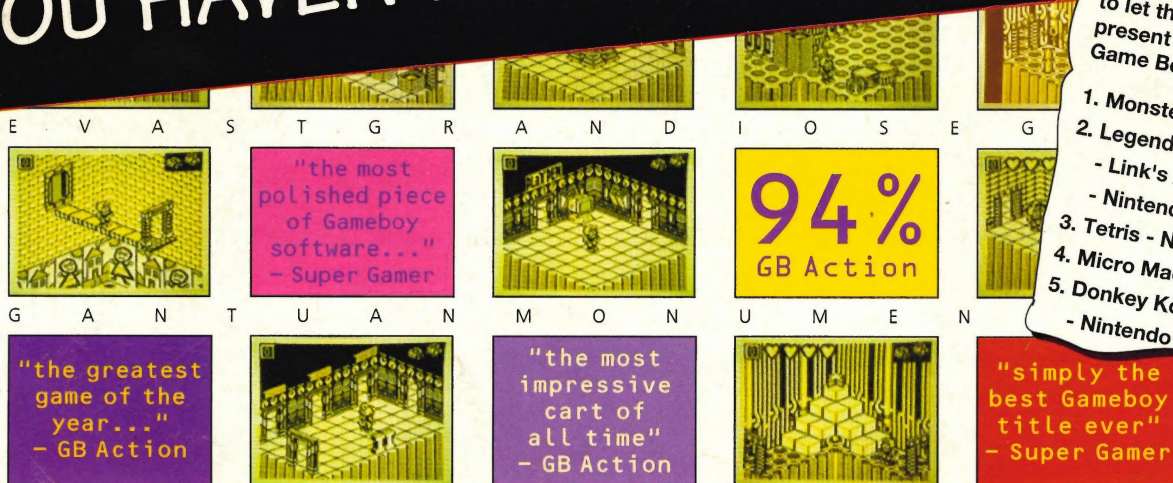


you'll never REACH THE END

MONSTER MAX



THANK YOU TO GB ACTION
MAGAZINE FOR VOTING
MONSTER MAX "THE BEST GAMEBOY
GAME OF ALL TIME EVER" (Jan '95)
IF YOU HAVEN'T GOT IT YET, GET IT NOW!



So, without further ado - it's time to let the fanfares ring out as we present the GB Action Top Ten Game Boy Games Of All Time...

1. Monster Max - Titus
2. Legend of Zelda - Link's Awakening - Nintendo
3. Tetris - Nintendo
4. Micro Machines - Sony
5. Donkey Kong '94 - Nintendo

to get this FAR takes AGES



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